



Arm	Light Lv2(can "Deflect" 2 handed Great or Mass weapon, 3x/day)
Weap	One Handed Mace Lv2(can use paired Maces)
Weap	PoleArm & Spear Lv1(can use a Pole or a Spear)
Racial Spell	Fly Lv2(CT- 6S, SS- 2,"Fly 6M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)
Ability Skill	Battle Charge Lv2(Must "War cry" & run at least 10' into combat, receive Body+2, Arms+2, Legs+2, 6x/hr)
Ability Skill	Fearless Lv2(Can negate any variation of "Fear" 6x/hr)
Ability Skill	Rise Lv2(Wait 1M after dying then Self Resurrect with 2/2/2, 2x/hr)
Ability Skill	Formation Lv2(Immobile chain of ranked Targets within 3 feet of you and each other, You in centre, Hold for 10S, "Formation 3M", All in ranks Body+1, Arms+1, Legs+1, 6x/hr)
Ability Skill	Impale Lv1(9S study, Hit Medium armoured (or less) Target in body with Great Weapon that has a minimum 6" thrusting blade, "Impale", Target receives 6 HP, 1x/hr)
Ability Spell	See The Astral Lv2(CT-3S, PS -1,"See the Astral 6M", Open hand under eyes,)
Ability Cleric	Magic Net Lv1(CT- 3S, PS- 1, Throw rope 2' length max, Hit Target Body, "Magic Net 10S", Target arms 'tied' to sides for 10S)
Ability Skill	Punch for Damage Lv2(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/6S)
Cleric	Throwing Stones Lv1(CT- 3S, PS- 1, "Throwing Stones", Can create 1 Throwing/Sling Stones, 1 HP damage each)
Cleric	True Strike Lv2(CT-9S, PS- 3, (Hold weapon to head or chest for 6S immobile, "True Strike 6M", Weapon now acts as Enchanted for 6M,)